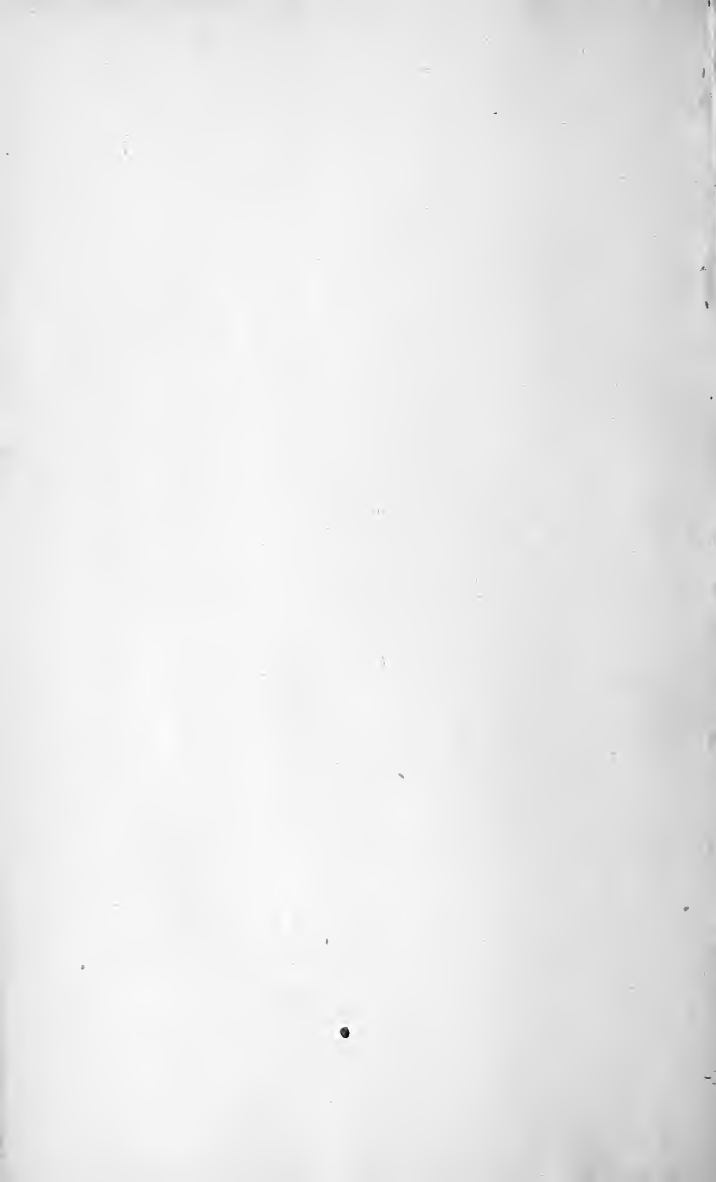


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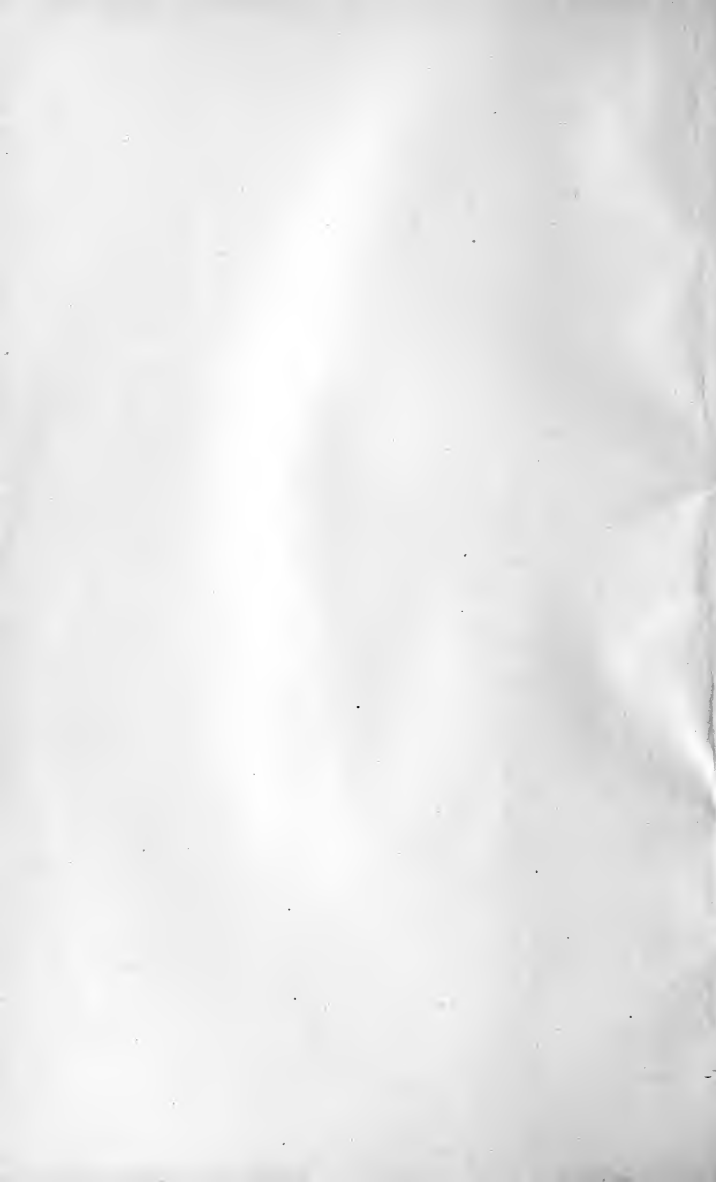
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PRICE 25 CENTS

FOOT 

 BALL



SIMPLE EXPLANATIONS

OF THE GREAT GAME

 WITH DIAGRAMS 

FOR

SPECTATORS

BY

A. A. STAGG (YALE '88)

H. L. WILLIAMS (YALE '89)



SIMPLE EXPLANATIONS
OF THE
GREAT GAME OF
FOOTBALL

WITH DIAGRAMS
FOR SPECTATORS

BY

A. ALONZO STAGG

(End Rusher in the Yale University Eleven, 1888-89)

AND

HENRY L. WILLIAMS

(Half Back in the Yale University Eleven, 1890)

HARTFORD, CONN.

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PREFACE.

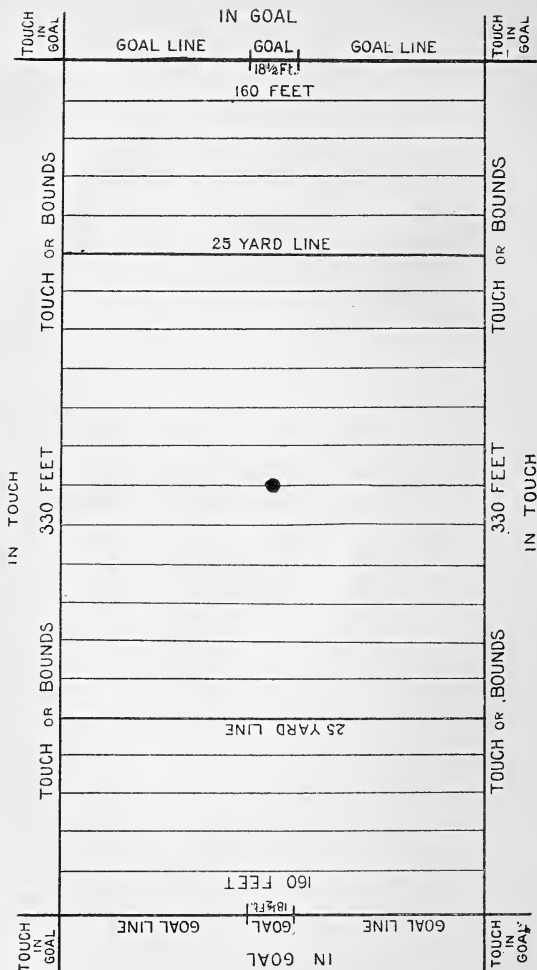
A general knowledge of the science of modern football is constantly becoming more and more widely diffused, but at the great matches a large proportion of those present have a very superficial knowledge of the game.

The real enjoyment of the contest would be enhanced for all such many times if the cardinal points of the game could be clearly set before them and the first principles of the science of interference and defense simply demonstrated.

It is with the hope of being able to accomplish this, in part, and of thus contributing in a small degree toward the better appreciation among the general public of the game of football, which is becoming the greatest American sport, that the authors have produced the present edition.

A. A. STAGG,
H. L. WILLIAMS.

Oct. 30, 1893.



EXPLANATION OF THE GAME.

In attending a football match for the first time the eye of the spectator is immediately drawn to the arrangement of the grounds on which the game is to take place. With the aid of the accompanying diagram but a word of explanation is necessary to make clear the purpose of the various markings.

American football is played on a rectangular field, three hundred and thirty feet long and one hundred and sixty feet wide, enclosed by heavy white lines marked in line upon the ground. For the convenience of the referee in fulfilling his duties, the field is marked by additional lines five yards apart crossing from side to side, the fifth from either end being indicated by an especially heavy one known as the "twenty-five yard line." The "center of the field" is located at the middle point of the eleventh line.

At the center of the goal lines at each end of the field two goal posts, from fifteen to twenty feet high, are erected eighteen and one-half feet apart, and connected by a cross-bar ten feet from the ground. Two "teams" of eleven men each contest in the game. Seven of them, called the rushers, or forwards, stand opposing a corresponding seven of the opposite eleven, whenever the ball is down for a "scrimmage." The one in the middle is known as the center rusher, or center, and on either side of him are the right and left guards, the right and left tackles, and the right and left ends, respectively. The four remaining players are the quarter-back, right and left half-backs, and the full-back, who stand behind

the line of rushers and occupy positions which vary according to whether they or their opponents have the ball. The positions which the players will occupy when about to execute the different movements of the game are shown by the diagrams in the chapter describing the various evolutions. At the beginning of the game the ball is placed at the center of the field. The side in possession of the ball constitutes the side of attack, and endeavors to carry it down the field by kicking or running with it, in order to place it on the ground behind the opponents' goal line. The other side, forced to act upon the defensive, are drawn up in opposition, and strive to check their advance and to get possession of the ball themselves, so that they may no longer act upon the defensive, but become, in turn, the attacking party.

The rules of the game (see final chapter), place certain restrictions upon the attacking side and upon the defense, and it is the attempt made in accordance with these rules by each side to retain the ball in their possession and carry it down the field through all opposition, in order to place it behind their opponents' goal, which furnishes in rough outline the essential features of the American game of football.

Before the game is to begin the captains of the respective teams decide by a toss of the coin which side shall first be given possession of the ball. The side having the ball then places it down upon the center of the field and arrange themselves in any formation which they desire, behind the line on which the ball is placed, in preparation to force it into the enemy's territory. The side acting on the defensive are obliged to withdraw ten yards toward their own goal, and are there drawn up in opposition to await the attack of their opponents until after the ball is put in play.

As the "center rusher" of the attacking side puts the ball in play by touching it with his foot and passing it back to some other player for a run, or a kick down the field, the rushers upon the defensive side are at liberty to charge forward to meet the attack. The clash following this charge constitutes the first actual encounter of the game.

When the runner with the ball is caught, or "tackled," thrown upon the ground, and there held so that he can advance no further, he calls "down," whereupon the ball is "dead" for the moment, and cannot be carried forward or kicked until the center rusher again puts it in play according to rule.

As soon as "down" is called, an imaginary line, crossing the field from side to side and passing through the center of the ball, immediately comes into existence. Each player must remain on the side of this line toward his own goal until after the ball is "put in play," and it is one of the duties of the umpire rigidly to enforce this regulation. Should any player cross this line and fail to return before the ball is "snapped back" it constitutes an "off side play," for which the rules provide a penalty.

To again put the ball in play the center rusher places his hand upon it at the spot where "down" was called. The rushers then "line up" opposing one another, the line of attack being drawn closely together for a greater concentration of energy, while the defensive rushers are slightly spread apart to facilitate breaking through the line and stopping the advance, when the ball shall be put in play. The captain upon the attacking side then shouts some signal, understood only by his own men, which indicates the evolution that he wishes his eleven to execute; whereupon the center rusher puts the ball in

play by "snapping it back," that is, by rolling it back between his legs.

Immediately behind the center rusher the quarter-back has taken his stand. He receives the ball as it is "snapped back" and instantly passes it to one of the half-backs or a man in the line, for a run, or to the full-back for a kick down the field. Thereupon the first "scrimmage" of the game takes place as the opposing team attempts to break through the line and stop the play.

One side is not allowed to retain indefinite possession of the ball without making gain or loss. The rules provide that if the side having possession of the ball shall fail to make an aggregate gain of five yards, or a loss of twenty yards, in three consecutive "scrimmages" the ball shall be forfeited to the other side at the spot where it was last down.

To make this clear we will take a hypothetical case. We will suppose that the side of attack opens the game by the use of a wedge play from the center of the field, such as is explained a little further on in diagram 56, and that before the opposing side can stop them, they advance the ball eight yards toward their opponents' goal. They have advanced the ball more than the requisite five yards, therefore the referee will declare "first down."

Thereupon the center-rusher will take the ball and when the team has "lined up" on either side of him, put the ball in play by rolling it back between his legs to the quarter-back. The ball is "in play" the moment the center has "snapped it back," and it is allowable for the opposing team to attempt to break through the line the instant the "snap" is made.

We will suppose that upon this occasion the attacking side is able to advance the ball only *three* yards. The

referee will then say, "second down, two yards to gain." This will mean that two yards must still be gained to make the total of five, which are necessary before "first down" can again be declared.

We will suppose once more that the ball is again put in play, but that this time an advance of but *one* yard is obtained, thus making a total of but *four* yards in the two attempts made since the "first down." The team will be allowed but one more trial, and unless in the next play they succeed in making their total gain since the "first down" equal, or exceed, five yards, they will be obliged to hand the ball over to the other side. If the captain is doubtful whether or not he will be able to advance the ball the required distance and thus secure the "first down" once more, he will prefer to kick the ball and send it far down into his opponent's territory before they can secure it, rather than run the risk of having to give it up on the "fourth down" without gain.

When the ball has been kicked or when the opponents obtain it by any means whatsoever, the next down is always counted as the first down, and so the game proceeds.

Advances by running are made by the player directing his course through one of the six openings in the rush line, or around the ends, according as the signal may direct. The signal also indicates the player who is to receive the ball. The runner is assisted in his course by the players who border on the opening through which he is to go. These seek to enlarge the space by pushing their opponents to one side. He is further assisted by others of his own players, some of whom precede, to "block off" the opponents from "tackling" him in front, while still others follow to push him farther if he is checked. The players

who are to precede and the players who are to follow change with the play according as each man is enabled by his position to adjust himself to it.

Four points are scored when one side carries the ball across the goal line and makes a "touch down." The side making the "touch down" is then allowed to carry the ball out into the field as far as they may desire in a line perpendicular to the goal line and passing through the point where it was "touched down," in order that one of their number may attempt to kick it between the goal posts above the cross-bar. The other side meanwhile are obliged to take their positions behind the goal line. Should the attempt be successful, it will constitute a "goal," and two additional points be added to the score. But whether the attempt be successful or not, the ball must be delivered to the other side, who will take it to the center of the field and put it in play in the same manner as at the beginning of the game.

If the ball can be kicked between the posts and above the cross-bar by a "drop-kick" or "place-kick" by any one of the players, without having been previously carried across the goal line, it will constitute a "goal from the field," and will count five points.

In case the ball is kicked or carried across the boundary line on either side it will be "out of bounds" and must be brought into the field at right angles to the line at the point where it crossed. This is done by the side which first secures it after it passes out of bounds.

It is usual to bring the ball into the field from ten to fifteen yards and then to place it upon the ground for a "scrimmage" as from a regular down; though the ball may be passed in, to any one of the players, at the point where it went out, provided that it is thrown in at right

angles to the side line; or it may be "touched in" at the same point.

Spectators who are not thoroughly acquainted with the game frequently find it difficult to distinguish between a "touch-down", a "touch-back", and a "safety".

A "touch-down" is made by carrying the ball across the opponents goal line and there holding it upon the ground, or by blocking a kick made by the opponents and then obtaining the ball while it is behind their goal. A "touch-down" scores four points.

The ball is frequently kicked across the goal line from some point in the field and there secured by one of the opponents behind their own goal. This is a so-called "touch-back," and counts nothing. The side making it is then allowed to carry the ball out as far as the "twenty-five yard line" and from there either kick it or put it in play in the regular way.

A "safety" is made when the side having the ball in their possession are forced back by the opponents behind their own goal line and are then obliged to place it down upon the ground; or when the ball is secured by a player behind his own goal when the impetus which caused the ball to cross the line came from any member upon his own team.

When a "safety" is made the other side are allowed two points for thus forcing their opponents to touch the ball down behind their own goal.

A "punt" is a kick made by dropping the ball and then kicking it before it strikes the ground; a "drop kick" is made by dropping the ball and kicking it the instant it rises from the ground; while a "place kick" is made by kicking the ball after it has been placed upon the ground.

The game is divided into two halves, of three-quarters

of an hour each. At the end of the first half the teams change sides so that the advantage of wind or sun will be equalized as nearly as possible.

The side scoring the greatest number of points will be declared the winners.

NOTE.—The following diagrams with explanations are taken from our more advanced work of 275 pages, entitled, “A SCIENTIFIC AND PRACTICAL TREATISE ON AMERICAN FOOTBALL FOR SCHOOLS AND COLLEGES,” which contains seventy diagrams with full explanation of more than one hundred and twenty-five plays, including line-wedges, revolving wedges, flying wedges, criss-cross plays, double pass plays, opening plays, and a large number of trick plays, in addition to all the standard plays used at the present time in the foremost universities.

The book also contains separate chapters upon the (1) CENTER, (2) GUARD, (3) TACKLE, (4) END, (5) QUARTER-BACK, (6) HALF-BACKS, and FULL-BACK, with full directions as to how each position should be played, with many hints and invaluable points; also exhaustive chapters upon TRAINING, FIELD tactics, signals, and notes for handling a team upon the field. All football coaches, players, and those who care for more than a superficial understanding of the game, are referred to this book.

EXPLANATION OF THE DIAGRAMS.

Before passing on to consider the following plays, a few words of explanation will be necessary.

The side of attack in every instance, when in their regular positions, will be represented by the solid dots (● ● ●), and the side acting on the defensive by rings (○ ○ ○). When it is desired to represent a player in a position other than that which he originally occupies the figures ☉ ☉ ☉ will be used. The broken line (— — — — —) will represent the course of the ball in the pass and the direction taken by the runner who receives it.

A simple dotted line (· · · · ·) will be used to indicate that a player is to *follow* the runner with the ball, while the solid line (—————) indicates that the man shall pass in *front* to act as a line-breaker or interferer. The arrows indicate the direction which the players shall take.

The men represented by the letters given in the diagrams are as follows : C, indicates the center ; Q B, the quarter-back ; R H, L H, R E, and L E, the right and left half-backs and right and left ends respectively ; the right and left tackles are indicated by R T and L T ; while F-B represents the full-back.

It must be *distinctly understood* that the drawings are in a measure *diagrammatical* and do not in all instances represent accurately the *relative distance* between the players.

For example : in the diagrammatical representation, wide spaces are left between the individual men in the rush line, while as a matter of fact, when the game is in progress, the rushers stand so closely together that they can easily touch one another and are frequently placed shoulder to shoulder. This manner of representation has

been decided upon as conducive to greater clearness in showing the relative positions and directions where a number of men are obliged to pass through one opening, and in case the beginner is misled by this in any way, his error will be readily corrected by careful study in other parts of the book.

In arranging the positions of the side acting upon the *defensive*, the quarter-back has been placed immediately behind one of the tackles while a half-back has been brought forward and stationed behind the other tackle. The abilities of the two half-backs should determine which position they shall occupy; the points to be considered being the ability to catch the ball when it is kicked, and the qualification for meeting the heavy tackling in the line.

Sometimes it is preferable upon the third down, or when the ball is to be kicked, that the half-back stationed behind the tackle should *immediately* return to his proper position. At all other times the quarter-back and half-back usually remain directly behind their respective tackles as indicated, after the ball is snapped, until it becomes clearly apparent through which one of the openings the opposing side is to make their attack, and then to spring forward directly into this breach and meet the oncoming runner *in the line*.

This is considered a safer and more powerful defense than to have either one of these men attempt to break through, in the hope of meeting the runner behind his own line before he reaches the opening, and is the method adopted by the leading college football teams in the country. When opposed to a team using the running game almost altogether, *both* half-backs may be sent forward to support the line, the full-back alone remaining well behind the line for safety.

It will be noticed that the ends upon the side acting on the *offense* are placed near the tackles and are drawn slightly back from the line. We believe that the ends are in the strongest possible position for an attack in any direction when they stand about a yard and a half from the tackles, and about a yard back from the line. From this position they are of equal value in blocking, should the play be made around their end, while in plays through the center and around the opposite end, their position back from the line enables them to get into the play with far greater rapidity, and wellnigh doubles their efficiency. From a position *in* the line the running of the end, with the ball, which may be made a powerful play, would be extremely difficult.

Nearly every diagram represents *two* plays or more, and it should be borne in mind that, whereas in the diagram a play may be represented as made to the *left*, the same play may also be made to the *right*, and *vice versa*.

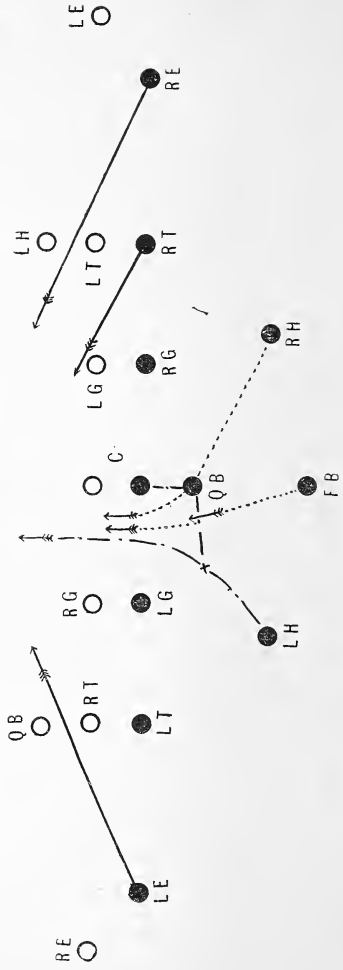
In representing the arrangement of the men in the wedges and in the opening plays from the center of the field, the formation is given which in the majority of cases would seem to be most advantageous. But this arrangement need not be considered fixed and may be changed at the discretion of the captain.

For special reason, too, it may in some instances seem best to alter the arrangement of the interference so that the positions of the preceding and following runners shall be interchanged. When there is sufficient reason for doing so, there should be no hesitation in making the alteration. When nothing is said as to duties of a player in the description of the diagrams, it will be understood that the player blocks his man.

○ RH

○ FB

Diag 1



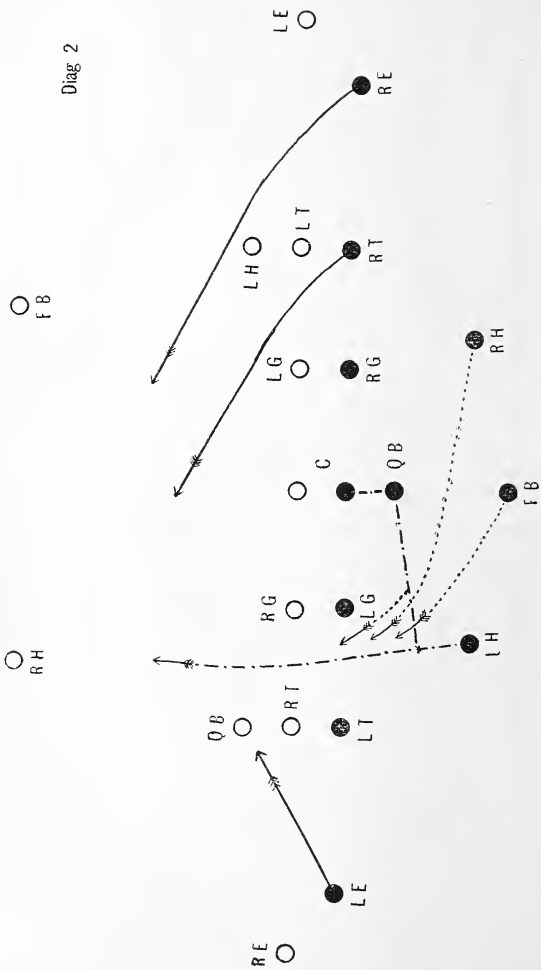
1. Half-back between guard and center on his own side.

To send LH between LG and C, the half-backs stand about *three** yards behind the rush line, directly in the rear of the opening between guard and tackle, FB stands directly behind center, about *four* yards from line, and the ends play *in* the line about *one and one-half* yards from tackles,* or as shown in diagram 5.

The *instant* the ball is snapped, LH, FB, and RH *dash* forward for the opening between LG and C; LH receives the ball from QB as he passes him on the run and strikes the line at *utmost speed* between LG and C, with *head down as low as the waist*, and the ball clasped tightly into his *stomach* with *both* arms. At the same instant the ball is snapped, LG lifts his man *back* and to the *left*, C lifts his man *back* and to the *right* to make an opening, while the ends and RT pass through the line at *full speed*, in the lines indicated, to be ahead of and interfere for LH in case he succeeds in getting through. FB and RH following directly behind LH at full speed, push him *with all their might* as he strikes the line. The instant QB has passed the ball he follows behind LH and helps push him.

NOTE. Many times when the runner is apparently blocked in the line he may be torn loose and carried on for long gains if all *plunge* and *tear* and *push* till the ball is "down." *Never* let *any* man cease work until "down" is called.

*The positions of the backs behind the line may vary from 2 to 4 yards, dependent upon the quickness of the men in starting.



Diag 2

2. Half-back between guard and tackle on his own side.

To send LH between LG and LT, the backs and ends occupy *exactly* the same position as in play No. 1.

The *instant* the ball is put in play, LH, FB, and RH dash forward as before; LH receives the ball at about x on a short pass from QB, and with *head down* and ball clasped at the stomach with both hands,* dashes into the opening between LT and LG, while FB, RH, and QB follow *directly behind* and push *with all their might* as he strikes the line.

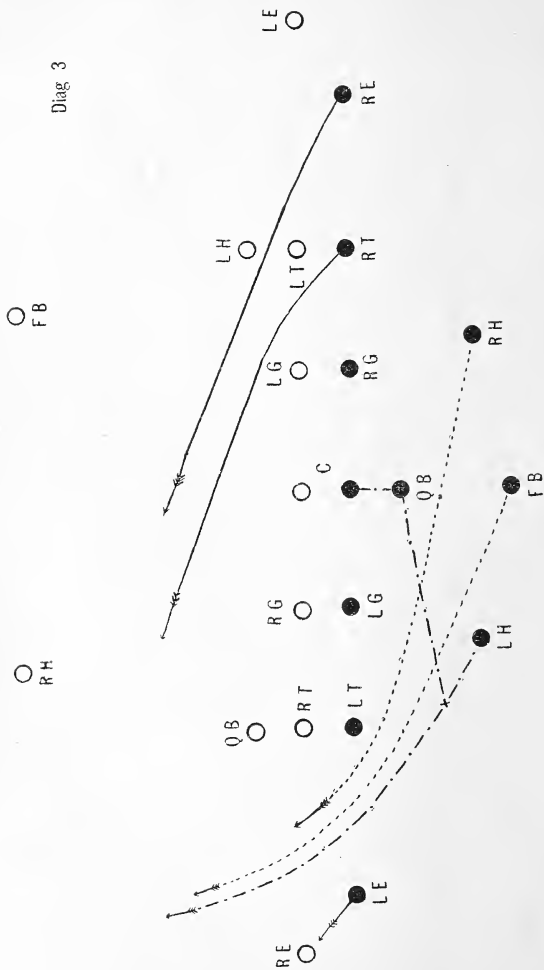
LT lifts his man *back* and to the *left*, while LG lifts his man *back* and to the *right* the moment the ball is snapped, in order to open the line.

LE, RT, and RE also start the instant the ball is put in play; LE dashes into the first man behind the opposing line, making sure at the same time that no one reaches LH from outside of LT before he strikes the line, while RE and RT take the directions indicated in the diagram, to arrive ahead of and interfere for LH as they go together down the field.

NOTE. It will the duty of RE and RT to block the opposing RH and FB, and each should make for the point in front of LH where he can best interfere with and block his particular man.

* It will be a great advantage upon emerging from the line to shift the ball to one arm, in order to have the other to use in warding off.

Diag 3



3.* Half-back between tackle and end on his own side.

To send LH between LT and LE, the backs and ends occupy the same position as in the preceding plays.

LH, FB, and RH start forward the *instant* the ball is snapped, as before, and LH receiving the ball at X on a pass from QB, dashes for the opening just to the *left* of LT, with his head down.

FB, and RH and QB follow directly behind, as in the preceding diagram, to throw their whole weight against LH when he strikes the line and push him through, in case he is blocked.

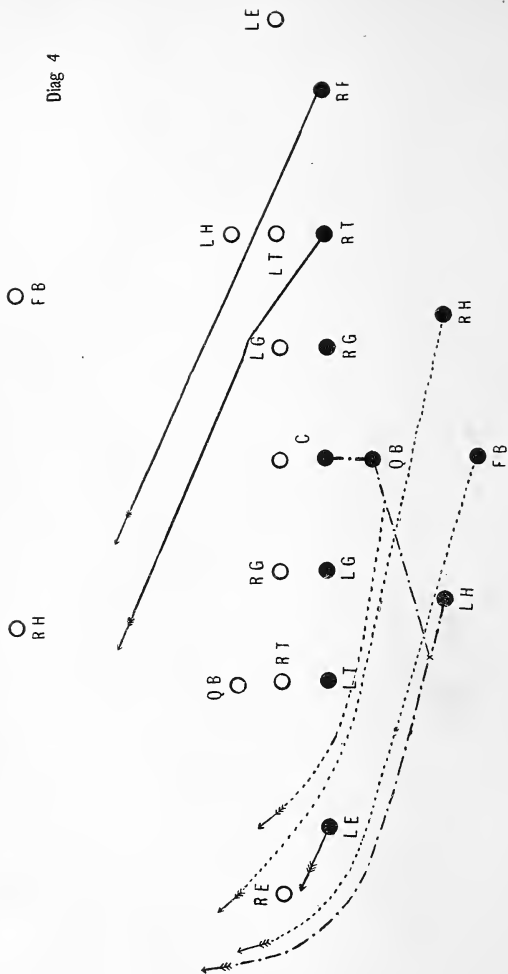
LT makes a supreme effort to carry his man *back* and in the *right*, while LE runs directly for the opposing end and endeavors to force him *out* to the left.

RT and RE, without stopping an instant to block their opponents, pass directly through the line and take the directions indicated in the diagram, to arrive in front of LH† at the left end and interfere for him in case he passes the line successfully.

* This play was made in the early stage of the development of the game, when the runner's ability to dodge was trusted to in order to make the play successful, but is now seldom if ever used.

† See NOTE, diagram 2.

Diag 4



4. Half-back around his own end.

To send LH around LE all the men occupy the same position as in the preceding plays of the series,* with the exception of LI, who shifts his position several yards to the left without attracting attention.

As before, LH, FB, and RH start forward at utmost speed the instant the ball is snapped, and LI, receiving the ball as he runs on a long pass from QB, sprints for the left side of the field in order to circle around and pass to the *outside* of the opposing end.

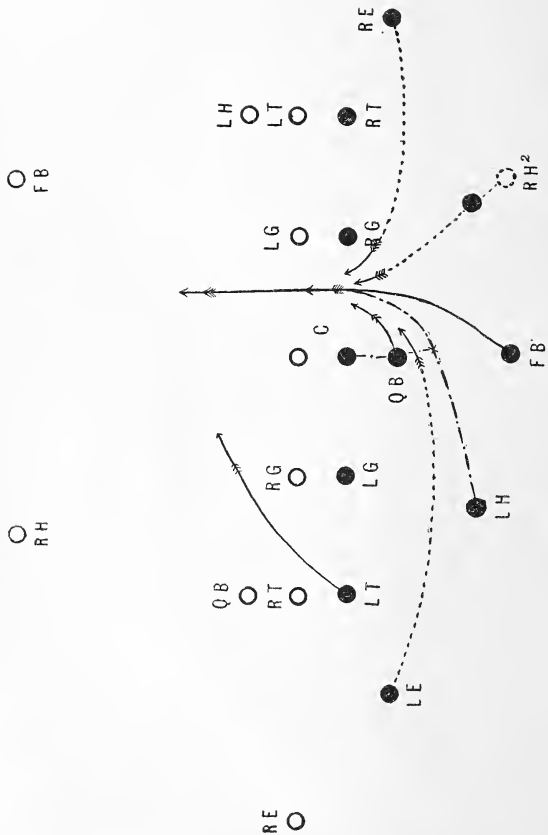
LE makes directly for his opponent, and endeavors to force him in toward the center, while FB, RH, and QB follow at utmost speed as before. FB and QB seek to overtake LI, running to the *inside* of him and interfering for him as they go together down the field, while RG follows as closely as possible behind LH to prevent his being caught from the rear.

RT and RE pass directly through the line and take the directions indicated as before,† to interfere for LI if he succeeds in circling the end.

* See explanation of diagram 1.

† See NOTE, diagram 2.

Diag 5



5. Half-back between guard and center on the opposite side.

To send LH between RG and C, the ends stand about *one yard back from the line* and a *yard* and a *half outside* of the tackles, the half-backs stand between two and three yards directly behind the *guards*, RH withdrawing slightly to RH², and the full-back stands between three and four yards behind the center.

The *instant* the ball is snapped FB, LH, RH, RE, and LE dash forward for the point between RG and C; RG lifts his man *back* and to the *right*, while C forces his man *back* and to the *left* to make an opening.

FB dashes straight into this space, passes directly through the line, breaking an opening, and jumps into the first man in his path behind the opposing line.

LH receives the ball from QB's hands as he passes on the run or by a short pass, and plunges into the opening directly behind FB with his *head down* and the ball tightly clasped at his *stomach* with *both hands*.*

RH, RE, LE, and QB dash in immediately *after* LH, throw their *entire* weight against him and push him through.†

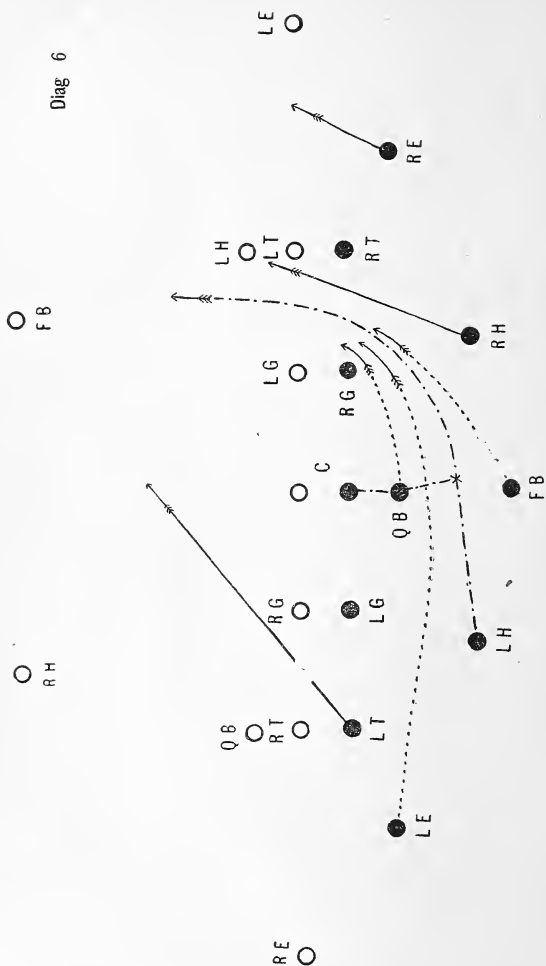
LT, simply forcing his opponent to pass *outside* of him, dashes in the direction indicated the instant the ball is in play, to arrive ahead of and interfere for LH in case he succeeds in getting through the line. It may be best for LT to select a *particular* back, and make it his especial duty to take *him* each time.

NOTE. RH may go in advance of LH together with FB, if so desired.

* See NOTE, diagram 2.

† See NOTE, diagram 1.

Diag 6



6. Half-back between the guard and tackle on the opposite side.

To send LH between RG and RT the men occupy the same position as in the preceding diagram.*

The *instant* the ball is snapped RH, FB, LH, and LE start forward at utmost speed in direction of lines indicated. RG lifts his man *back* and to the *left*, while RT lifts his man *back* and to the *right*.

RH dashes straight through the opening and takes the extra man behind the *opposing* LT. LH follows immediately behind and dives into the opening so made with head down, the ball held as before.†

LE leaves his position the moment the ball is put in play and follows directly behind LH.

FB and QB also dash in and all throw their combined weight in behind him as he strikes the line, to push him through.

The play of LT is the same as in diagram 5.

RE takes his own man and endeavors to force him *out* toward the side.

NOTE. FB may be sent through the opening with RH *ahead* of LH, to break the line and interfere, instead of following and pushing from behind.

* See description of positions of diagram 5.

† See description in diagram 5.

7. Half-back between tackle and end on the opposite side.

To send L.H. between R.T. and R.E., the men take the same position as in the preceding play.*

As before, L.H., F.B., R.H., and L.E. start in the direction indicated at *utmost speed* the instant the ball is snapped. R.E. takes his opposing man and forces him *out*. R.H. and F.B. dash for the opening to the right of R.T. ahead of L.H., take the first men they meet after passing the line, and run in the direction indicated down the field to interfere for L.H.

L.H. receives the ball on a pass from Q.B. at X, makes for the opening at utmost speed, with *head up*, and as he turns down the field takes a line a little to the *outside* of R.H. and F.B. to have the benefit of their protecting interference.

Q.B. should, if possible, seek to arrive at the opening *ahead of* and interfere for L.H.

L.E. follows L.H. closely, to prevent him from being caught from behind.

L.T., going through the line as before,* makes for the right side in the line indicated, to block the opposing backs.

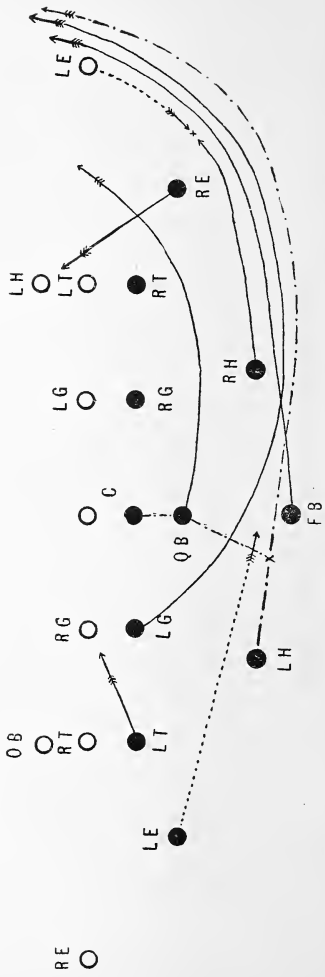
NOTE. Care must be taken by R.H. and F.B. that they do not run so far ahead of L.H. as to diminish the value of their interference. They should precede him from one to three yards.

* See description, diagram 5.

○ FB

○ RH

Diag 8



8. Halfback around the opposite end.

To send LH around RE there is no change in the position of the men behind the line.* As before, RH, FB, LH, LG, and LE start forward for the right end the *instant* the ball is snapped, at *utmost speed*. RR blocks his man and forces him as far as possible to the *left*. RE jumps directly into the line and either helps RR block his man, or takes the first extra man. RG blocks his man hard. RU runs straight for the opposing end-rusher, whom RE has left entirely exposed, meets him at about x, jumps into him and knocks him over or forces him in. FB following at RU's elbow will, if necessary, assist in blocking off the opposing end, and pass on down the field in the line indicated, to interfere for LH. LU receives the ball on a pass from QB on the run, and encircles the opposing end at top speed and passes down the field, a little to the *outside* of the line taken by LG.

LG breaks away from his opponent as the ball is snapped, and cutting in either directly behind QB or between QB and C, dashes for the right end, a little ahead of LH, and between him and the line, in order to interfere for him. A slow and lumbering guard may not attempt this play. LU may be obliged to withhold his speed until nearly at the end, in order to allow LG to get ahead of him.

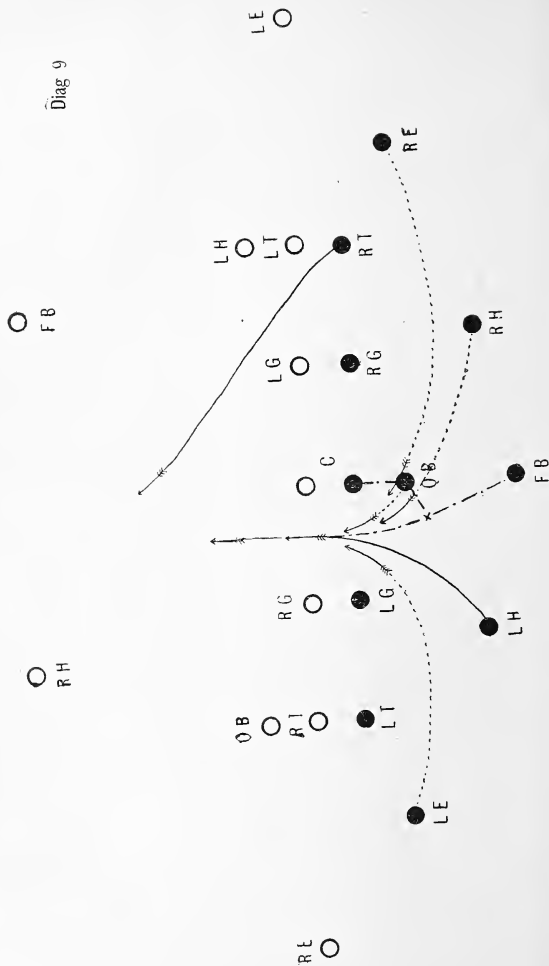
QB *must* succeed in arriving at the end before LU. LE and LT play as in the preceding diagram,† or in case LG runs, LT leaves his own man to be taken care of by LE, and blocks the guard whom LG has left. This play requires the perfection of co-operation at every point, and can only be made successfully with constant practice. The attempt to have the guard run should not be abandoned because of numerous failures.

NOTE. In case LE, on the opposing side, plays far out, RU may force him still farther out, and FB and LU pass *inside* of him. Judgment must determine each time whether to pass the end on the *inside* or *outside*.

* See description, diagram 5.

† See description, diagram 7.

Diag 9



9. Full-back through the line between center and guard.

To send FB through the line, between LG and C, the men are placed as in the second series.*

The *instant* the ball is snapped, LH, FB, RH, LE, and RE dash forward for the opening between LG and C. At the same moment LG lifts his man *back* and to the *left*, while C carries his man *back* and to the *right* to widen the breach. LU rushes straight through the opening and down the field, making for the nearest back who opposes. FB, receiving the ball from QB as he passes on the run, plunges in directly behind LH, with his *head down*, and the ball clasped at his stomach with *both hands*.

LE, RH, RE, and QB rush in behind FB and throw their entire weight against him as he strikes the line, to push him through in case he meets with any resistance.†

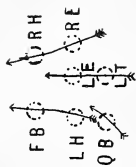
RT slips through the line to the *inside* of the opposing tackle, without attempting to block him an instant, and takes the direction of the line indicated, to arrive ahead of and interfere for FB, in case he succeeds in passing the line.

LT and RG block their men.

NOTE. It may be well for RT to run directly for the opposing RU, and make sure that he is thoroughly blocked.

* See description, diagram 5.

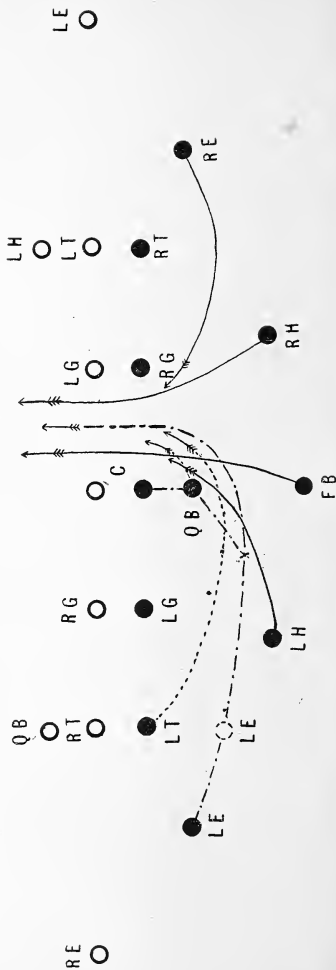
† See NOTE, diagram 1.



FB

RH

B
Diag 13



13. End between the center and opposite guard.

To send the LE between RG and C, the positions are the same as in the preceding series.*

The instant the ball is snapped the three backs and the ends dash forward for the point between RG and C, in the lines indicated.

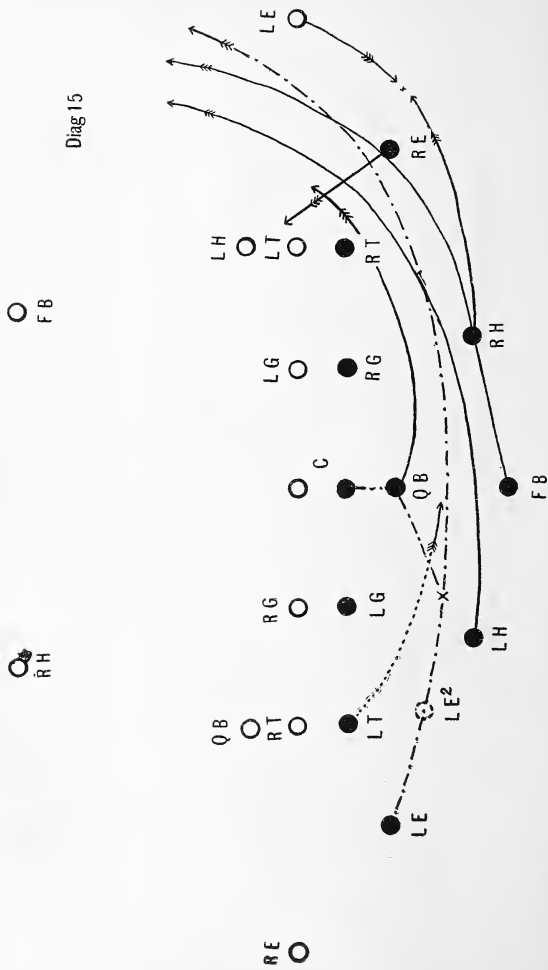
C lifts his man *back* and to the *left*, while RG endeavors to force his man *back* and to the *right*.

FB and RH plunge through the opening abreast, and close together. LH follows directly behind FB and throws in his weight *as he strikes the line*, while RH is followed by RE in the *same manner*.

LE works in slightly to LE² before the ball is snapped and receives the ball from the hands of QB as he passes him; LE then turns in immediately behind and between LH and RE, carrying the ball in the same manner as shown for FB in play No. 1, diagram nine. A flying wedge is thus formed as the men strike the line at the point between C and RG. (See cut B.) QB falls in immediately behind LH and LE, while LT, who leaves his man almost instantly, follows directly in the rear of RE and pushes forward as the wedge strikes the line. (See cut B.)

NOTE. A vital point in the play is that LE be *close in behind* his interferers, and that the wedge, preserving its form as far as possible, strike the line with dash and force.

* See description in diagram 5.



Diag 15

15. End between the opposite end and tackle.

To send the LE between RE and RT, preserve the same positions as in diagram fourteen.

RE plays as shown in diagram eight.

RH plays as LH in diagram eleven.

FB plays as shown in diagram seven.

QB plays as shown in diagram eight.

LH proceeds in the line indicated, at utmost speed, takes the first man on the opposing side as he rounds the tackle and continues on down the field to interfere. In case either the opposing LG or LT breaks through the line QB must tackle him in order to prevent LE from being stopped before he reaches the end.

LT, leaving the line as shown in diagram thirteen, follows directly behind LE to make the play safe and prevent him from being overtaken from behind.

RT plays as shown in diagram eight.

LE receives the ball at x from QB, and, passing inside the opposing LE, turns down the field in the line indicated at utmost speed, passing to the *outside* of his interferers.*

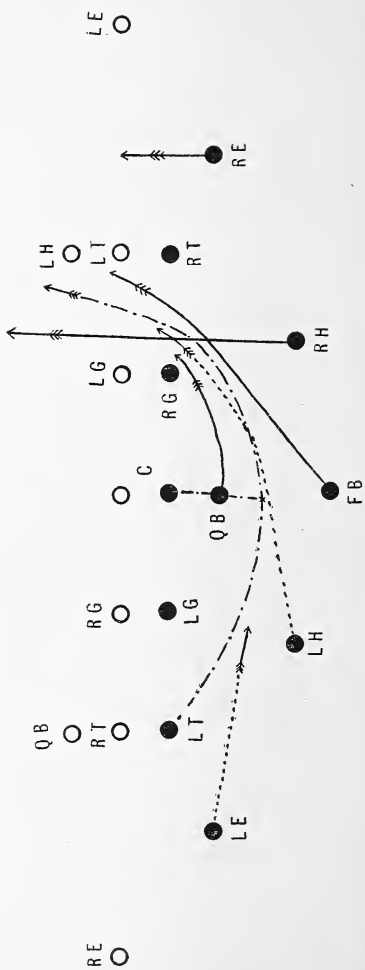
NOTE.—The end must be careful to run just far enough behind the line to clear the opposing rushers as they break through.

* See NOTE, diagram seven.

○
FB

○
RH

Diag 18.



18. Tackle between the opposite guard and tackle.

To send LT between RG and RT, there is no change in position.

RE, RH, and FB plays as shown in diagram fourteen.

RH is nearer the opening and should pass through first. FB will cut in directly behind him, but both must take great care that they break *through* the line and are not stopped so that they choke up the opening, and are thus rendered of greater hindrance than help to the runner.

LT leaves the line as shown in the preceding diagram and dashes into the opening between RH and FB, with *head down* and the ball tightly held under the *right** arm, or clasped at the stomach with both hands.

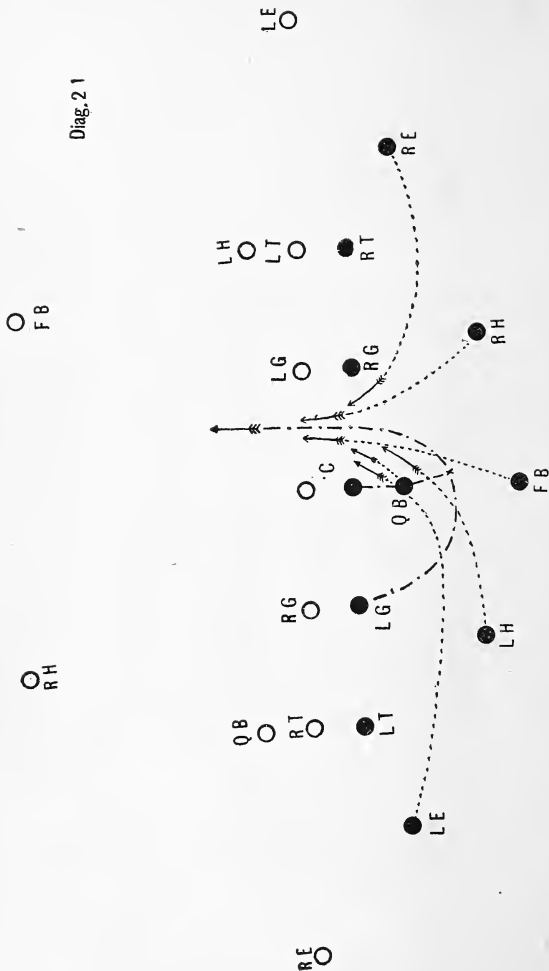
RG and RT play as shown in diagram six.

QB and LE following LT immediately, and push as shown in diagram seventeen.

LU also follows † directly behind LT to throw in his entire weight and push him through as he strikes the line, in case he meets with any resistance.

* When RT runs he will carry the ball in the left arm. In this way the ball will be kept on the side farther from the opponents where it will be less liable to be torn away, while it leaves the arm toward the opposing tacklers free for use in warding off.

† See NOTE, diagram seventeen.



NOTE.—The cuts and explanations of diagrams are taken from "A SCIENTIFIC AND PRACTICAL TREATISE ON AMERICAN FOOTBALL FOR SCHOOLS AND COLLEGES."

21. Guard between opposite guard and center.

To send the LG between RG and C, the instant the ball is snapped LG jumps straight back from the line, breaking away from the opposing guard. He whirls directly around QB as a pivot and, receiving the ball from his hands as he passes, plunges into the opening between C and RG, with the ball held as shown in diagram one.

C and RG play as shown in diagram five.

RE, RH, FB, LH, and LE all start instantly and throw their entire weight in behind LG as he strikes the line, and force him through.*

QB also follows immediately behind LG and plays as in diagram five. LT and RT block their men.

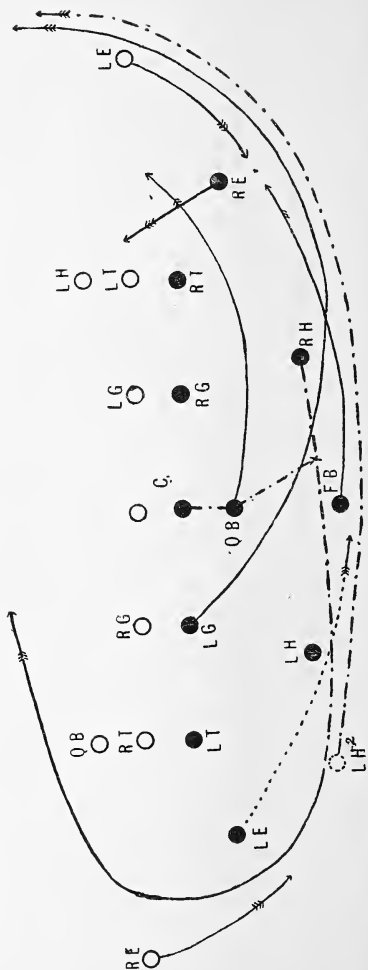
NOTE.—Instead of following behind LG it is often better that RH should draw slightly nearer the line before the ball is snapped, dash into the opening ahead of LG, and play as does FB in diagram five.

* See NOTE, diagram one.

Diag. 25

○_{FB}

○_{RH}



25. Criss-cross half-back play around the end.

To send *LH* around the right end on a criss-cross between the half-backs, the men stand in their regular positions with the exception of *LH*, who works out nearer *LE* and slightly back, without attracting attention, to the second position as shown in the cut.

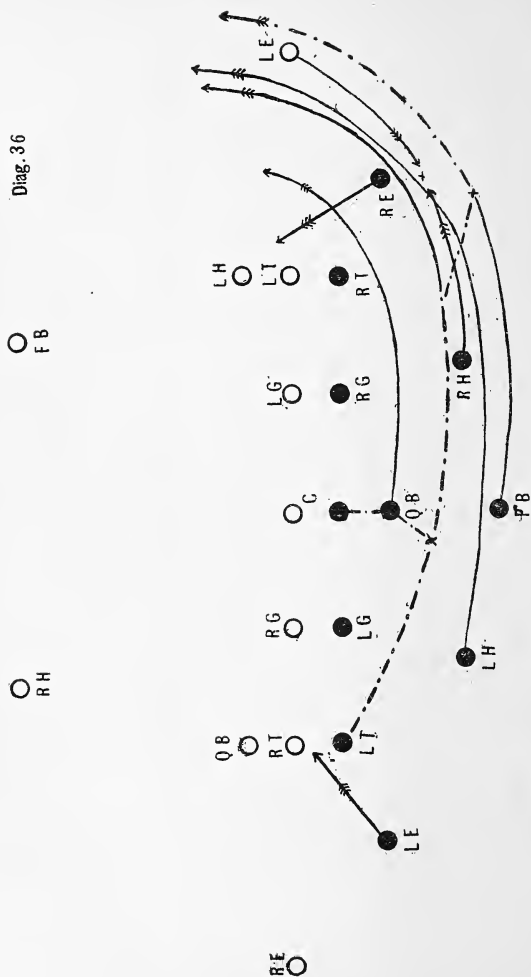
The instant the ball is snapped, *RH* starts in the direction indicated, receiving the ball at *x*, and passing close in front of *LH*, carries the ball at his left side, so that *LH* may receive it from him as he rushes by, and proceeds on in the line indicated; *LH* *stands in his tracks* until *RH* nearly reaches him, and upon securing the ball instantly starts in the opposite direction at utmost speed and passes around the right end.

RT, *RG*, and *RE* play as shown in diagram eight, *FB* works slightly to the left before the ball is snapped, and *stands still* until *RH* nearly reaches *LH*, and starting forward as indicated at the same instant with *LH*, makes directly for the opposing *LE*, and blocks him or forces him *in*.

LG breaks away from his man the moment that *LH* receives the ball and plays as in diagram eight. *QB* having passed the ball, stands still until *LH* has received it, and then plays as in diagram eight, or in case an opponent comes through the line between *c* and *RT*, it is the duty of *QB* to attend to him. *LT* blocks his man hard or blocks the opposing *RG*, left exposed by *LG*. *LE* follows *LH* and protects him from behind as shown in diagram eight.

NOTE. In all end and criss-cross plays, great care should be taken that the runners do not pass so close to the line that their own men will be pushed back upon them, or so far in the rear that time and space will be lost.

Diag. 36



36. Double pass from tackle to full-back in play around the end.

To send FB around the right end, on a double pass from LT, there is no change from the regular formation in the primary arrangement.

The instant the ball is snapped, LT leaves the line, receives the ball at x from QB and starts for the right end, precisely as shown in diagram nineteen.

LE jumps into the line and takes LT's man as he leaves him.

RE, RT, RG, and LG play as shown in diagram eight.

QB also plays as shown in diagram eight.

LT, FB, and RH, all start for the right end the moment the ball is snapped.

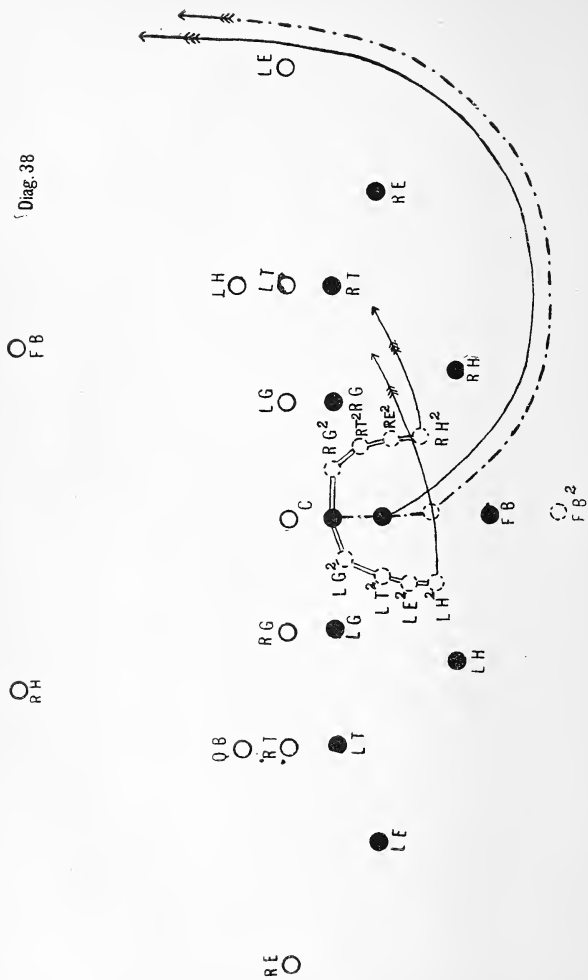
RH runs directly for the opposing LE, and bowls him over or forces him in.

LT assists RH, if necessary, and then cuts in down the field, as indicated, to interfere.

As FB is about to round the end, he turns half around without slackening speed, and receives the ball at about x, on a clean pass from LT. LT then turns in to interfere on the end, while FB passes on encircling the opposing LE.

NOTE. The pass may be made with equal success to LH; in which case FB will assist RH in blocking his man, and then pass on down the field to interfere, while LH swings out in a course just outside of the opposing end-rusher.

Diag. 38



38. Slow mass wedge from a down.

To send the slow pushing wedge through the center from a down, the men *spring* to their positions in the wedge formation, as shown in the cut, *the instant the signal is given*.

RG forces himself as close as possible to C's right, directly abreast of him, while LG holds himself firmly against C on the left and slightly back from the line.

The remaining rushers and half-backs take their positions behind the guards, as indicated, in a similar manner to that shown in diagram forty-one.

The men must be drilled until they can spring into their positions in the formation *instantly*. The ball should come back at the same moment and be passed to FB, who has come in to FB¹, and the whole wedge surge forward with the greatest possible force, as in diagram forty-one.

This play may be repeated several times for short gains until the tackles and ends on the opposing side are drawn well in to mass against it, when FB, accompanied by QB, will dart suddenly out from the rear for a long run around the end of the opposing team, as shown in the diagram; in which case RU and RE will cut across in the lines indicated to block the foremost men among the opponents. Should it be found that the opposing backs come up to help block the play FB may drop suddenly back to FB² and punt well down the field.

NOTE. On the play in which the FB is sent out from behind the wedge for a run around the end, there should be a little delay in snapping the ball, in order to give the opposing team more time to draw well in behind the center.

RH

Diag. 45

FB

RG LG



B



A

QB RT

RG LG

OC QB

LG RG

LH LT

LE



RH

FB²

LH

FB

RE

LE² RT² LT² LH² RH²

45. Wedge on the end of the line.

To form a wedge on the left end, at the given signal LE comes up into the line, and RT, RE, LH, and RH rush on instantly and form the wedge directly behind him, while FB moves over to a position about two yards in the rear of RE, as shown in the large cut. C allows RT just sufficient time to reach the left end, by which time the wedge will be perfectly formed if the men are properly drilled, and then snaps the ball as soon as possible. As QB receives it he springs toward FB, passing him the ball as he does so, avoiding all possibility of being caught by the opposing LT. FB plunges forward at the same moment, receiving the ball at x (see cut A), and at the same time shouts "Now!" as he rushes in behind the wedge. At that same instant the whole wedge dashes forward *on a slight angle to the left*, LE jumps into the opposing RT, or the extra man in the line, while QB attaches himself to the rear of RE as the wedge rushes forward (see cut B). FB *must* succeed in getting well in between RH and RE, while all rush forward with utmost force, LH and RT *holding firmly together*.

NOTE.¹ RH may leave the wedge to take the opposing RE if he attempts to break in from the side.

NOTE.² In case the opposing side sends the backs up into the line to mass against the wedge and block it, FB may kick the ball down the field instead of rushing it, QB protecting him from the opposing LT as he does so. While not an especially strong position from which to kick, a short quick kick just over the heads of the opposing back will serve every purpose, as on all future similar formations it will compel the opposing side to retain at least one man well behind the line as a protection.

56. Princeton split wedge.

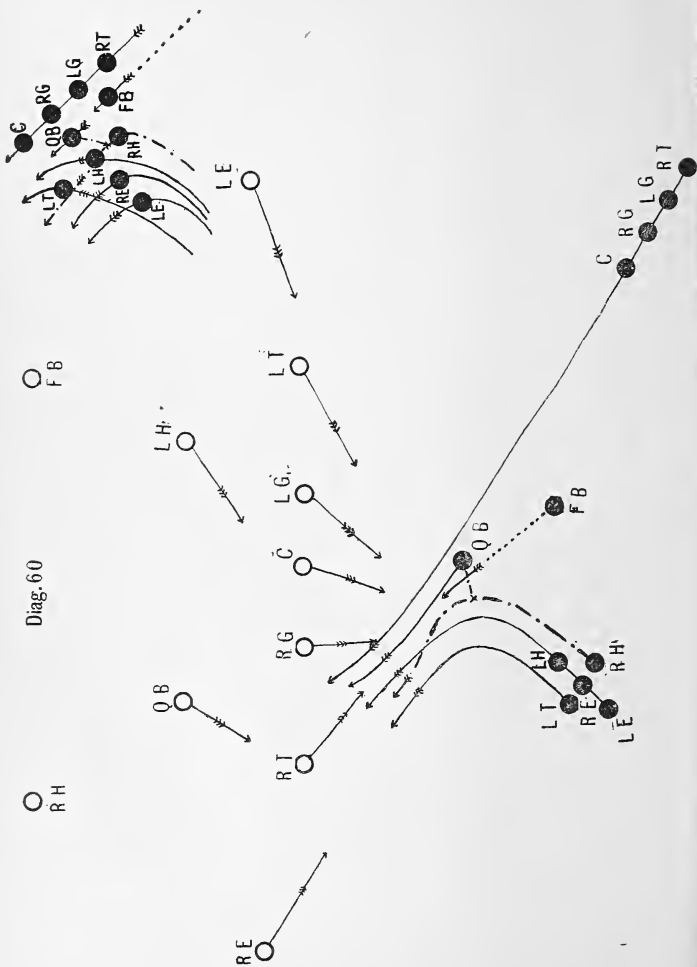
The formation is precisely the same as that shown in diagram fifty-four. The ball is put in play as before, and the wedge advances straight down the field.

As the on-coming rushers strike it, the wedge suddenly opens at some point previously agreed upon, and allows qb, who carries the ball, to break through and dart down the field.

The opening usually selected is that between guard and tackle, as shown in cut A ; in this case, the guard and tackle separate and force their opponents to the left and right, respectively, while qb, with his head down, and rb pushing him from behind, forces his way through, and breaks clear of the wedge.

This opening may be made either to the right or left, and at any point desired.

Diag. 60



60. The Harvard flying wedge.

QB stands with the ball in the center of the field. FB stands from five to ten yards behind QB and a little to the right. The remainder of the team is divided in two sections.

Section No. 1 is composed of the heaviest men in the line and is drawn up from twenty to thirty yards from the center, back and to the right, facing QB.

Section No. 2 is composed of the lighter and swifter men, drawn up five or ten yards back and to the left of QB.

Section No. 1 has the "right of way," the others regulating their play to its speed.

At a signal from QB, section No. 1 dashes forward at *utmost speed* passing close in front of QB.

At the same moment FB and section No. 2 advance, timing their speed to No. 1. Just before the sections reach the line QB puts the ball in play, and as they come together in a flying wedge and aim at the opposing RT, or straight down the field, passes to RH and dashes forward with the wedge.

A slight opening is left in front of QB to draw in the opposing RT. (See small cut.)

As opposing RT dives into the wedge, LH and QB take him. RE and LE swing out to the left to block opposing RE. At the same moment RH puts on utmost speed and darts through opening between LH and RE.

NOTE. The arrangement of the men is arbitrary. The wedge may be directed against any point desired. Its strength lies in the fact that the men are under full headway before the ball is put in play.

TEAM PLAY.

American football is pre-eminently a game for the practice and display of what is known as "team play." No other game can compare with it in this particular. Not that the individual element in skill, in physical capacities, in strategy, and headwork are overlooked, but these are made subservient to the intent of the particular play in hand, and so adjusted to that play as shall best contribute to its success. To get eleven men to use their individual strength, agility, and speed, their wit, judgment, and courage, first in individual capacity, then working with one or two companion players, then as eleven men working as one, is a magnificent feat in organization and generalship.

The individual element, perhaps, is most prominently set forth in defensive play, although there is abundant opportunity in offensive play also for it to show itself; but individual and team play are so closely joined, as a rule, that the beauty of the latter is heightened as the individual efforts of each player are perceived. In defensive work the players have more reason to feel their individuality, because they are often compelled to combat alone one or more opponents before they can get an opportunity to tackle the runner. The defensive system, however, gives a splendid chance for clever team play in the placing of the players, in the general and particular understanding that certain men shall nearly always go through to tackle behind the line; that certain others shall wait to see where

the attack will be made and there hurl themselves against it; that others shall go through the line, or not, just as it seems wisest at the time; and that still others shall never involve themselves in the scrimmage, but act only when the play has been carried into their territory. Furthermore, there is constant opportunity for the exercise of team play in the working together of certain players of the rush line in defense, and also in the working together of any two or three players at special times; for example, when one or two men sacrifice themselves to clearing away the interferers so that a companion can tackle the runner; when one follows hard after the runner to overtake him, if possible, even after having missed a tackle; or helps check him from further advance when tackled, or endeavors to secure the ball.

In the rush line the center and guards work together in defense, having an understanding with each other and with the player hovering in their rear, whenever it seems best to try to let him through on the opposing quarterback or full-back, or whenever a special defense for certain plays seems best. Likewise the ends and tackles are closely joined in team play, in that they are the players relied on to stop the end plays and those between tackle and end. The most perfect adjustment and team work is needed in doing this, for they play into each other's hands while, at the same time, they seek to tackle the runner. Similarly, but less closely, do the guards and tackles work together in defense against certain plays.

It is an essential point in the working out of this team play between the different parts of the rush line, that the players study most carefully the positions they should occupy to meet the different kinds of play—how far from each other they should stand for this play, how

far for that. In doing this, they must have regard for their own freedom to attack, not allowing themselves to take a position where they can easily be tangled up, nor one in which they can give their opponents an advantage in blocking them. Except on wedge and mass plays, the players in defense should draw their opponents apart sufficiently to give themselves space to break through on either side.

The backs supplement the work of the rushers in defensive play, arranging themselves behind the rush line at such distances from each other and from the forwards, as shall give the strongest defense. In that degree in which they make their work strong in team play, will they give the rushers encouragement and support in going through the line. The forwards will thus be enabled to play as a unit, because they know that there is a reserve force directly behind them to lend them assistance and make their play safe.

The backs work together in special defense on a kick, arranging themselves, either one or both, in front of the catcher to protect and encourage him, and to secure the ball, if muffed; or one stands behind to make the play safe, or to receive the ball on a pass from the catcher for a run or kick. The ends sometimes come back with their opponents at such times, to bother them all they can and to be in a position to interfere for the catcher, if he runs. The backs, also sometimes have a chance to help one another out by blocking off opponents, while one of their number makes sure of a rolling ball which, perhaps, has been kicked over the goal line or into touch.

When one side has the ball, it is often possible for the opponents to guess in which direction it will be carried, by the way the half-backs or quarter-back stand; by their

unconscious glances in the direction they will take; by certain anticipative movements of the muscles; by false starts before the ball is put into play. Further information is often given by the rushers themselves—often by the rusher who is to carry the ball. Frequently the players who are to make the opening indicate by the way they stand, by shifting their positions after the signal is given, or by certain actions peculiar to them at such times, the general direction of the play, and, perhaps, the exact place at which it is aimed. All this is most valuable information and ought to be imparted to the rest of the team whenever sufficiently positive to be of service. Indeed, the team play of the future will not be considered satisfactory without a set of signals being used to spread just such information.

At the same time that it is possible to gather much information of this character from the side with the ball, it must be remembered that shrewd players, knowing how they are watched for these tell-tale signs, have cultivated certain false motions, and are using them as points in strategy to deceive their opponents into expecting a different play from the one which is actually made.

From the foregoing, one draws the lesson to hide the intended play. At least, the play must not be indicated by any of these signs which the green player, and too often the experienced player, shows. Thoughtful self-control in every particular is what each player must cultivate, if he would do the greatest service for his team.

Now and then, also, in offensive play the maneuver resolves itself into a test of individual skill, speed, endurance, and headwork; but this is nearly always the outcome of team play in the first part of the movement. Occasionally a mishap furnishes a player a chance to make a run wholly through his own unaided efforts.

The history of the evolution of the hundred and more plays in American football is the history of the development of a "team" game. The perfecting of this has largely increased the number of combinations now possible and has given a wideness in variety of play, and at the same time a definiteness of action for each play, which makes it possible for every member of the eleven to assist powerfully in its execution. In fact, the execution of the play depends on every player doing his particular work for that play. Hence, the interdependence of the players is very close from the moment the ball is down until the run is made, or until a fair catch or a down by the opponents declares that the ball has been released. It is therefore exceedingly important that the adjustment of every factor in the play be made with perfect skill and in exact sequence, from the beginning till the end. It is most important, however, that the starting of the play be well made, for no amount of cleverness afterward can atone for a bungling start.

Team play from a scrimmage should begin the instant the center receives the ball from the hands of the runner (which should be immediately after he is stopped). Every rusher and back should be in position for the next play, and the signal be given before the runner has had hardly time to rise from the ground. The delay of one man in taking his place might be sufficient to spoil the play, whether that man be a rusher or a player behind the line.

As soon as the ball is in play the rushers must give their united support to the quarter-back and the runner, blocking their opponents, if necessary, long enough for the quarter to pass the ball and the runner to get well started. The center and guards especially must work together to protect the quarter while receiving the ball

and passing it, and then all or part of them may move elsewhere to help out in the play, or may stay in their positions to make an opening for the runner. There must be the most united work in these preliminaries to the run. Irregular snapping of the ball, either in direction or in speed, which causes the quarter to fumble or to be delayed in getting it to the runner, a poor pass from the quarter, a muff or fumble by the runner, the letting of an opponent through too soon, are usually sufficient to spoil the play.

The rushers will do well in the preliminaries if the runner succeeds in getting up to the line without encountering an opponent, or in the end plays if he is able to get under good headway. They perhaps need only to make a strong blockade in those parts of the line where the particular play is in greatest danger of being checked, but in order to do this well they must regard each other's position as well as their own, touching elbows when necessary, or separating according to the line tactics deemed most effective at the time.

The work of a part of the rushers consists in preceding the runner whenever possible, working together by strategy and combination to make an opening for him and his interferers to go through. The others follow closely from behind to render what assistance they are able. This work comprises the hardest part of the whole play, for it must be executed in the face of the strongest part of the resistance. The rushers can block their men for a second or two, but to block them from three to six seconds is impossible against good players. It is here that the interferers come into especial prominence and value, for they are to clear the way of these free opponents. It is in anticipating the probable positions of the

opponents in the vital stage of every maneuver, and in providing the cleverest team play to meet each contingency, that a team excels in advancing the ball by running.

Several things are especially necessary to produce skillful team play. First there should be a wise selection of players, and they should be placed in their final positions as early in the season as possible. There also should be such judgment in the arrangement of these players for each position as will produce the least friction in working out the plays, and that arrangement will usually be most effective in which there is the least delay and ill adjustment in making the plays quickly. There should be hard, systematic daily practice, backed by a close study of every play by each player in his particular position. The same players should be used together as much as possible, so that they can become thoroughly acquainted with each other's style of play and know each other's weak and strong points. In this way only can the fine adjustments and combinations which go to make up team play be brought about.

Team play in interference can only be the result of a carefully-planned system in which every player studies the general directions laid down for each play with a view to perfecting his particular work, varying his position on the field whenever necessary, starting like a flash in this play and delaying somewhat in that, blocking his man in one game perhaps in a certain way and in the next in one entirely different, because his opponent plays differently, sometimes taking another opponent instead of his own, when he sees that he can be of more assistance by so doing, and, in fact, doing whatever will most conduce to the furtherance of the particular play in hand.

In most plays the part which each player shall take in the interference can be laid out very definitely, but in the end play, and plays between end and tackle, only part of the interferers are to take particular men; the rest block off whatever opponents come in their path. It is in this free running that there are frequent chances for the display of fine team play in interference in striking the opponent at the nick of time, in pocketing him, in forcing him in or out as it seems best on the instant (the runner being on the watch for either), and in the runner sometimes slowing up to let an interferer who is close behind go ahead to take the man. Very often the reason that a play is not successful is because the interferer is too far in advance of the runner to be of any service to him. Interference must be timely to be effective. It must be the projecting of a helper at the moment a point of difficulty arises—the swinging into line of a series of helpers in timely sequence as the runner advances. Nor must the runner be delayed by the interferers except, perhaps, when the guard comes around on an end play where it is necessary to slow up a little at a certain point to let the guard in ahead.

The execution of nearly all the plays depends for its success on each player doing his duty at the right moment. Here and there in certain parts of the play one or more players must delay a particular work as much as possible, otherwise their action would be immature and so valueless; but for the most part, the movement of each player should be quick and definite, and those plays are most effectively made in which every player does his duty quickly.

Naturally, the end plays and the plays between end and tackle require more delicate adjustment of the players in

the interference than do the center plays. In the latter, the interference nearly always must be done after the line has been reached and penetrated. Here the extra men, who rush to the opening as soon as they see where it is, will be encountered, while in the end runs an opponent is likely to show himself here and there and everywhere before the runner reaches the line.

In all mass and wedge plays where the pressure is brought to bear on one point in the line, the team play is not nearly so delicate and skillful. The virtue in the wedge play, be it quick or slow, lies in the power to project great weight and strength on a given point, while at the same time closely protecting the runner.

Every play should be made as safe as possible by having at least one player always in a position to get a fumbled ball, or in case an opponent secured the ball, to prevent him from making a run. Where there are so many parts to every play in snapping, handling, passing, and catching the ball, there is constant danger of a slip. The value of having one or more players behind the runner is frequently demonstrated also, when, by the aid of a timely push, the runner is able to break loose from the grasp of some tackler who has not secured a strong hold on him, and so adds several yards to his run.

In running down the field on a kick the rushers should run in parallel lines two or three yards apart, for most of the distance, converging as they approach the man with the ball, in order to pocket him. The ends approach the catcher in such a way that he will be forced to run in towards the approaching rushers, if he runs at all. All must be on the watch to thwart a pass to another man.

There is a nice point in judgment to be considered by the rushers in going down on a kick. The end men being so far away from where the full-back will stand

when about to kick, can start instantly down the field, leaving the half-backs to block off their men if they come through too fast; for the ends' first duty is to be under the ball when it falls. Occasionally, when kicking from near the side line, it may be necessary for the end next the side line to block his man or to push him back as he breaks through to go down the field. What the ends will do in this case, the tacklers should do nearly every time that a kick is made. Both tacklers should feel it their bounden duty to support the ends by going hard after them the instant they judge their opponents cannot reach the full-back in time to interfere with his kick. Hence, any tactics which they can put into practice which will enable them to block their opponents and, at the same time, not delay them in going down the field are the ones to be used. The tacklers must bear in mind that the distance from their positions to the full-back is not very great, especially on the side on which the full-back kicks; but while this makes the duty of blocking on that side greater, the other tackle can afford to take an extra fraction of a second from blocking his opponent and use it in a quicker start.

On the guards and center rests the greatest burden in blocking their opponents on a kick; for while there is not that openness in the line, as at the tackle and end, which will let an opponent through quickly, the distance to the full-back is here the shortest and it is usually here that tricks are worked by which one or two men are let through, one usually being the quarter-back. They must, therefore, be very careful not to be over hurried in going down the field, remembering that it is their first duty to block, following the tacklers and ends as soon as possible. If the guards and center are very skillful there need be no great delay in doing this, for it is necessary to check their oppo-

nents only long enough to enable the full-back to punt over their heads. Whenever it is possible for the guards and center to carry their men before them for a few feet, it is generally safe to leave them and go down the field at full speed. It is comparatively easy for the center to do this at the instant that he snaps the ball. Generally there is too much blocking done and too little "following the ball."

In this connection, as a help to the rushers, several points must be borne in mind by the full-back in kicking. It is not enough for him to kick the ball as hard as he can each time it is sent back for that purpose. That would be a poor performance of his duties. He must kick for his team's advantage always, and therefore must regulate the distance, and direct his kick with the utmost skill. Even long and puzzling kicks are dangerous unless closely followed up by the rushers; for, let a good dodging half-back get free, with one or two interferers in a broken field of opponents, and he will be almost sure of a long run.

The full-back must take into account the ability of the rushers to get down the field in time to prevent a run or a return kick and punt accordingly. He may find it necessary to elevate the angle of his kick so that it will give his men time to get under it, or he may find it best to direct the ball straight ahead, in order to give his rushers the shortest distance to run, and at the same time be able to advance in the best formation for checking a run. At least, he must punt the ball where it shall be difficult for the backs to reach it quickly, and so give the rushers the advantage of a longer time to get under it. Especially must he be very careful not to kick the ball diagonally across the field without weighing well the risk involved; in comparison with the chances for increased advantage; for the risks are unusually large in such a kick. It would be well

for the full-back to give the rushers a signal as to the direction he meant to kick. This should always be done when he intends to kick off to one side of the field, or when he purposes making a high kick or one outside of bound in order to put his men on side by running forward. The rushers would be able to work some splendid team-play on such occasions.

The question of when to make a fair catch and when to run is well worth the consideration of the backs, who are the ones almost always called upon to exercise their judgment on this point. It was formerly judged best, in handling a kicked ball, to make a fair catch on all occasions. To-day there is a division of opinion, some adhering to the old way, while others prefer to run whenever they get a chance.

There are two points to be considered in deciding this question: First, whether it is possible to kick a goal from the place where the ball will fall, or whether a punt from that point would be desirable; second, whether it will add much to the risk of not catching the ball, if the attempt is made to run. It is clear, that when near enough to the opponent's goal to try a place kick, every effort should be made to secure a fair catch.

When a goal from the field would be impossible, it is almost invariably best to run with the ball, unless this would add greatly to the danger of muffing it. Catching the ball necessitates a positive loss of ground before again putting it in play, and it is doubtful whether this loss is compensated by the advantage of putting it in play unmolested by opponents and behind the whole team under slight headway.

In attempting to run the player will at the worst be forced to make a down, which would furnish only slightly less advantage than a fair catch, while on the other hand it presents opportunities for gain.

AXIOMS.

Line up quickly the moment the ball is down and play a dashing game from start to finish.

Never under any circumstances talk about your hurts and bruises. If you are unable to play, or have a severe strain, tell the captain at once. He will always release you.

When thrown hard always get up as if not hurt in the slightest. You will be thrown twice as hard next time if you appear to be easily hurt by a fall.

When coached upon the field never under any circumstances answer back or make any excuses. Do as nearly as possible exactly what you are told.

Always throw your man hard, and toward his own goal, when you tackle him.

Never converse with an opponent during the game, but wait until the game is over for the exchange of civilities.

If you miss a tackle turn right around and follow the man at utmost speed; some one else may block him just long enough for you to catch him from behind.

Never play a "slugging game"; it interferes with good football playing.

Try to make a touch-down during the first two minutes of the game, before the opponents have become fairly waked up.

Play a *fast* game; let one play come after the next in rapid succession without any waits or delays. The more rapidly you play, the more effective it will be. Therefore

line up quickly and get back in your regular place instantly after making a run.

When thrown, allow yourself to fall limp, with legs straight, and then you will not get hurt. Do not try to save yourself by putting out a hand or arm ; it may be sprained or broken. If you are flat on the ground you cannot be hurt, no matter how many pile on top of you.

Always tackle low. The region between the knees and waist is the place to be aimed at. When preparing to tackle, keep your eyes on the runner's hips, for they are the least changeable part of the body.

Lift the runner off his feet and throw him toward his own goal. When not near enough to do this, spring through the air at him and hit him as hard as possible with the shoulder ; at the same time grip him with the arms and drag him down. Always put the head down in doing this and throw the weight forward quickly and hard. Crawl up on the runner when he falls and take the ball away if possible ; at least prevent its being passed.

When the runner is in a mass, or wedge, drive in and lift his legs out from under him, or fall down in front of him.

If the runner's feet are held, push back on his chest and make him fall toward his own goal.

Don't wait for the runner to meet you ; meet the runner.

Always have a hand in the tackle. Don't "think" the runner is stopped ; make sure of it.

Follow your own runners hard; you may have a chance to assist him, or block off for him. Always be in readiness to receive the ball from the runner when he is tackled.

Fall on the ball always in a scrimmage, or when surrounded by opponents. When the ball is kicked behind your own goal, or across the side line, do not fall on it

until it stops unless there is danger of the opponents being put on side.

Put your head down when going through the line and dive in with your whole weight.

Call "down" loudly, but not until it is impossible to make further advances.

Squeeze the ball tightly when tackled, or when going through the line.

Never under any circumstances give up because the other side seems to be superior. They may weaken at any moment, or a valuable player be ruled off or temporarily disabled. Let each man encourage the others on the team by monosyllables and keep up a "team enthusiasm."

Be the first man down the field on a kick.

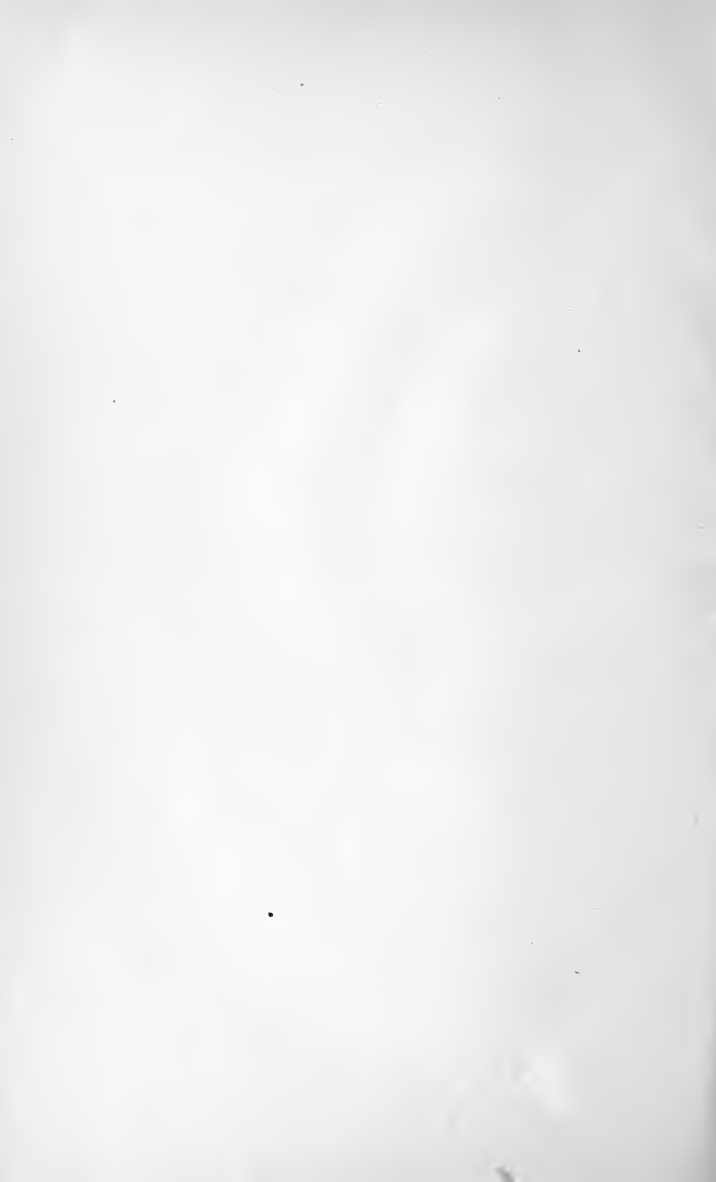
Block your men hard when the opponents have the ball.

Tear up the line, break through and stop every kick that is made.

Never take your eyes off the ball after the signal has been given, if you are a man behind the line.

Do not be contented with a superficial reading on football, but *study* it carefully, if you would master it.







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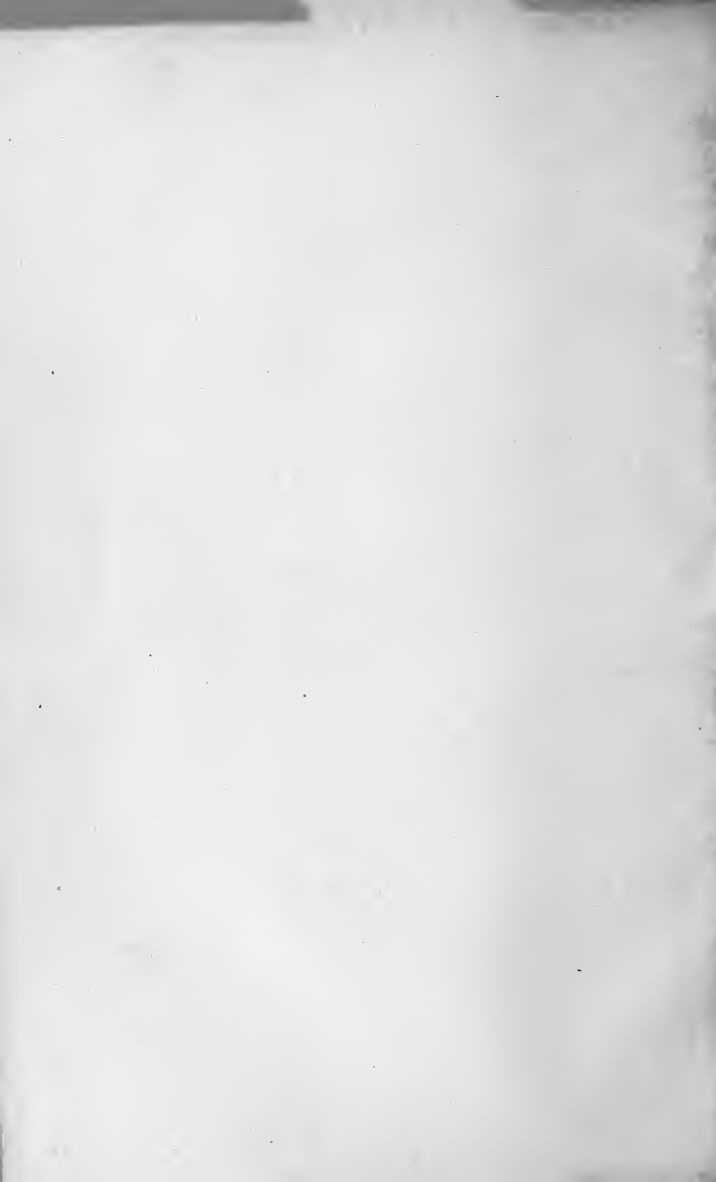
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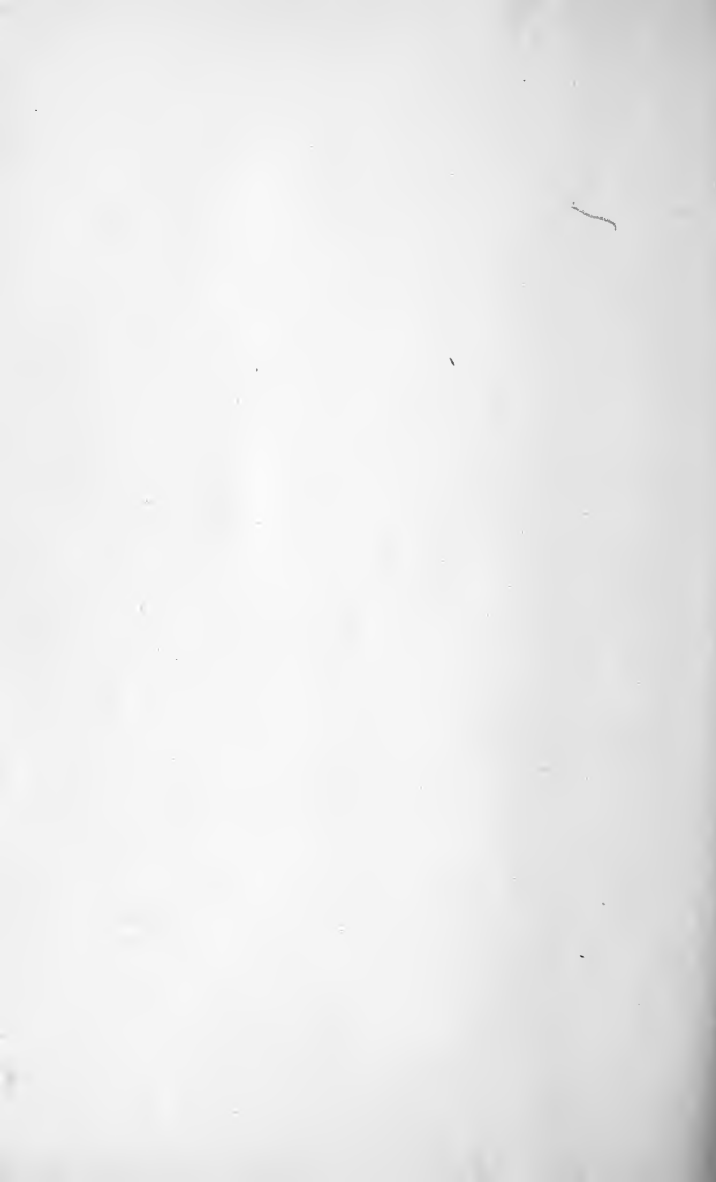
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